

week 33:	friends come in all shapes and sizes!
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It doesn't matter what shape your friend is – a friend is a friend and the friends we have here today at Cubs are all different shapes and sizes ... You could use this program for 'Bring a Friend' to Cubs – make this a special Pack meeting where they need to dress up as their favourite person – fictional or factual

Games:

1. **Steam Release:** Friends come in all shapes and sizes

Cubs run around. On the blow of a whistle a number and a shape is called out. Cubs to get into groups of that number and try make that shape.

2. **Wide:** It's a picturesque world

Cubs run around a designated area and make a note of the pictures they see. They need to take down the first letter of each picture. Once they have all 10 pictures, rearrange the letters to form a word... Word could be WORLD WIDE or FRIENDSHIP or similar – any word of about 10 letters or so which illustrates friendship. Use pictures to illustrate the word you choose. So for WORLD WIDE, you would have pictures of a window (W), orange (O), radio (R), etc.

3. **Relay:** Through thick and thin

In relay formation, play the 3 legged race – start with two Cubs running to a designated spot and back with one of the first Cubs legs tied to the leg of another Cub. Then add another and so on until all members of the Six are connected.

4. **Quiet/team:** Name of game

Work with your friend, and decide on what is being spoken about. Call out the clue and the first couple to identify which sweet is being spoken about, gets the prize! Make sure you have a younger Cub paired with an older Cub as some of these are tricky!

Clue: Red Planet (*Answer: Mars Bar*)

Clue: Wise guys (*Answer: Smarties*)

Clue: Soft Babies (*Answer: Jelly tots*)

Clue: Controversial Rapp artist (*Answer: M&M's*)

Clue: Peculiar laughter (*Answer: Snickers*)

Clue: Bovine juice (*Answer: Dairy Milk*)

Clue: A feline (*Answer: Kit Kat*)

Clue: An evening vision (*Answer: Dream*)

Clue: Contained in a quiver (*Answer: Aero*)

Clue: Paddle close to the ground (*Answer: Rolo*)

5. **Circle:** People to people

Games module: page 15: It is good to make new friends.

A couple extra games!

6. **Circle:** Knots

Cubs form a small circle, shoulder to shoulder; (try and keep the group to a maximum of 12 Cubs otherwise split them into smaller circles). The Cubs stretch their hands into the centre. Each Cub is to hold the hands of two other Cubs, not his/her immediate neighbours. Once hands are joined, the object is to untangle themselves without letting go of hands. They do this by weaving in and out, over and under each other. When the task is complete, you should have one untangled circle. Sometimes you will end up with two! It's *supposed* to work every time.

7. **Quiet/Team:** Seeing Eye dog (*Dogs are man's best friend!*)

Pairs line up along a designated line, one in front of the other. One Cub is blindfolded. On signal, the Cub behind becomes his/her 'seeing eye dog' and guides him/her, moving through an arrangement of obstacles which have been placed in front of each pair. When they return to the start, they swap roles so that each Cub has a turn to be the guided and guider.

Sense Training:

1. **Feel:** Ship Shape

In Sixes, sitting in a circle perhaps, a bag of shapes is given to each Six. The leader also has a bag and pulls out a shape. Each member in the Six gets a turn to feel in the bag and pull out the correct shape and once identified, place back in the bag and so the game continues.

Man's best friend is his dog!

Yarn:

A Man and his Dog

Thousands and thousands of years ago the world was a very funny place. God had finished making everything and he'd handed the earth, full of all its good things, over to man to see what he could make of it. There was only one man and he was a bit lost and puzzled with such a wonderful toy to play with. He was rather lonely because he was the only one of his sort, and he knew he was different from the animals. The animals were all stuck together, though there was a bit of quarrelling, but they didn't want to have anything to do with the man because he was different.

Well, one day, because the world was very new, there was an earthquake. First it was very dark and the animals were all crowded. Then there was a low, deep rumble and all the animals began to shake and quiver, partly because they were so afraid and partly because the ground was trembling under their paws, claws, pads and hooves. It was a terrible feeling when the whole earth trembled. Even the man, who wasn't afraid of anything, felt his legs were a bit wobbly, and he went to the open place where all the animals were crowding together, because he wanted company. But still weren't friendly. They looked at him with big, reproachful eyes, as though it was all his fault. So he stood a little apart from them and waited, while another, louder roaring sound filled the air, and the earth shook violently, so that some small trees fell down and the giraffe's neck wobbled like a tree in the wind. The sheep bleated and the elephant trumpeted with fear and there was such a hubbub that the man shouted; "BE QUIET!" And they were all quiet at once, staring at him with fear, because they realised he was a master and was not shouting with fear as they were.

And then the earth gave a tremendous shake and with a horrible grinding roar, a crack appeared. At first it was no more than a foot across, but gradually it grew wider and deeper, until it looked as though the whole world were breaking in two. It started almost at the man's feet and he drew back a pace, so that he was on one side of it and all the animals were huddled together on the

other side. It was separating them, and the man felt it would separate them forever so that he would always be alone. He was frightened, and he called out aloud to the animals, "Come on, some of you! Come to this side!" But none of them would stir, because they were as frightened of the man as they were of the earthquake. The horse or the tiger could have jumped over the crack easily, or the camel could have strode across, or any of the birds could have flown over, but they wouldn't. "Just one of you!" called the man. "Won't even one of you come and be my friend?" The lion snarled and the snake hissed. They would never be a friend of the man. The crack was getting wider. The man looked across and felt very lonely. Then he saw one animal standing a little apart from the others and watching him with anxious brown eyes. It was a dog.

The man looked at him and smiled. "Come on!" he called, and he whistled. The dog walked slowly to the edge of the crack, which was too wide now to be called a crack. It was six, seven or even eight feet across, very deep, dark and frightening. The dog whined and walked up and down. "Come here!" shouted the man. "Jump!" and at once the dog crouched, paused, and jumped. He landed with his front paws on the ledge, and his hind feet scrambling for a foothold down the face of the cliff. The man ran forward and caught him by the scruff of the neck. Just in time; for the earth gave itself a last shake and the crack widened into a tremendous valley, with the animals on the top of one mountain and the man and his dog on the other side. Now they were friends and comrades forever.

Craft/Activity:

1. **Activity:** This is my friend

Give each Cub a pencil and paper. They need to write a poem or song and encourage them to write about their friend – can be real, imaginary, two legged or four footed ... whatever they want. At the beginning of the exercise, scatter some words over an area and get the Cubs to pick up to 4 pieces of paper. They need to use these words in their song or poem – this usually gets them going as sometimes the Cubs can sit for a while trying to get inspiration. Tell them they need to have 4 different words – if they pick up a word they already have, they need to leave it for the next Cub. For the younger Cubs, get them to draw a picture instead. Allow time for feedback as the Cubs need to read out their poem or sign their song to the pack.

2. **Activity:** Friendship chain

Give the Cubs strips of construction paper. Have everyone decorate and write the name of a friend on the strips. Let Cubs take turns adding their strips to the chain. Display the chain in your meeting place.

Singing/Play Acting:

1. **Singing:** Campfire circle

A campfire is a place to come together with all our friends

Games module: page 11. Cubs can work together in pairs and come up with a song to sing at the 'campfire'. You will probably need to prompt the Cubs otherwise it may take some time for them to decide what to sing.

2. **Playacting:** Popcorn

Playacting module: page 8.

Advancement covered:

Usually a Special Pack meeting does not include Advancement; however the following may be marked off on the charts if completed during this meeting.

Silver Wolf:

None – but observe the Cubs in order to mark off the Awareness challenge (healthy body):
Show that you are doing your best while playing games and activities during pack meetings.

Gold Wolf:

Entertaining: Write a song or poem and sing or read it to the Pack.